Tactics Ogre™

RPG/SIM™

ATLUS®

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Tactics Ogre™

Ogre Battle SERIES™

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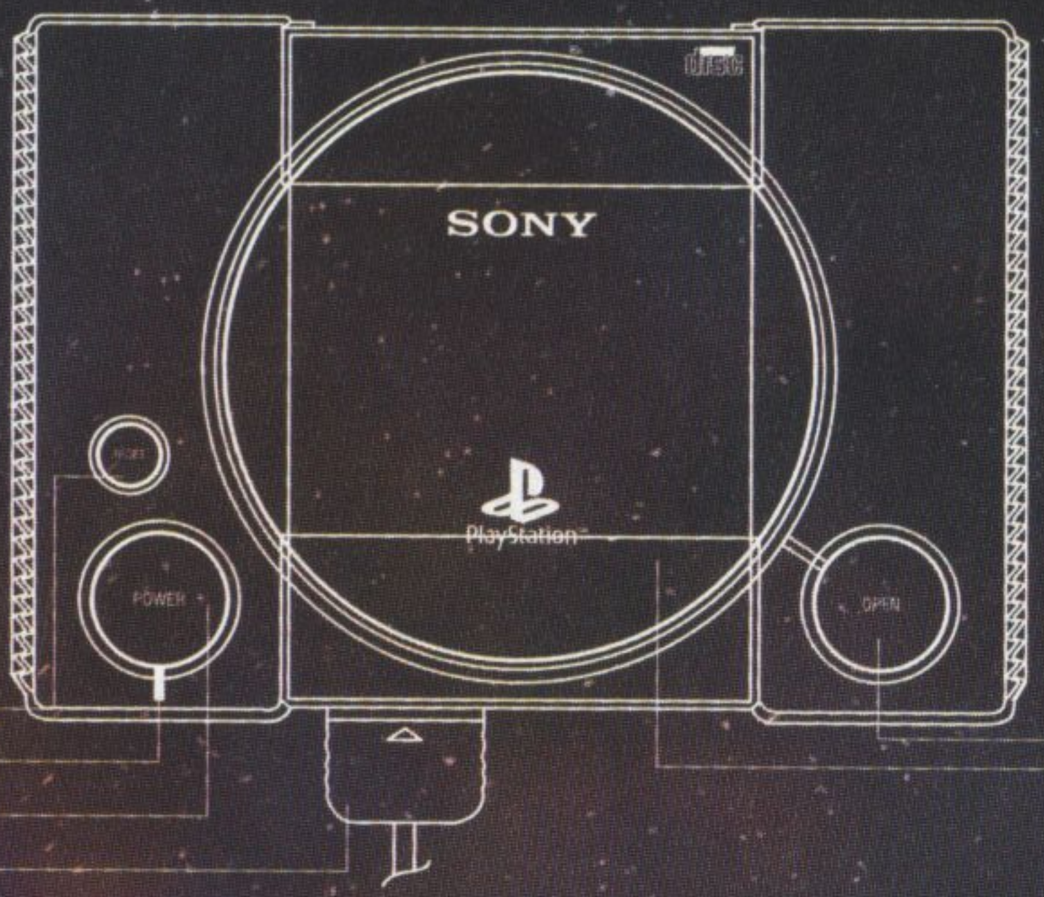
SLG = Simulation Game

STARTING THE GAME

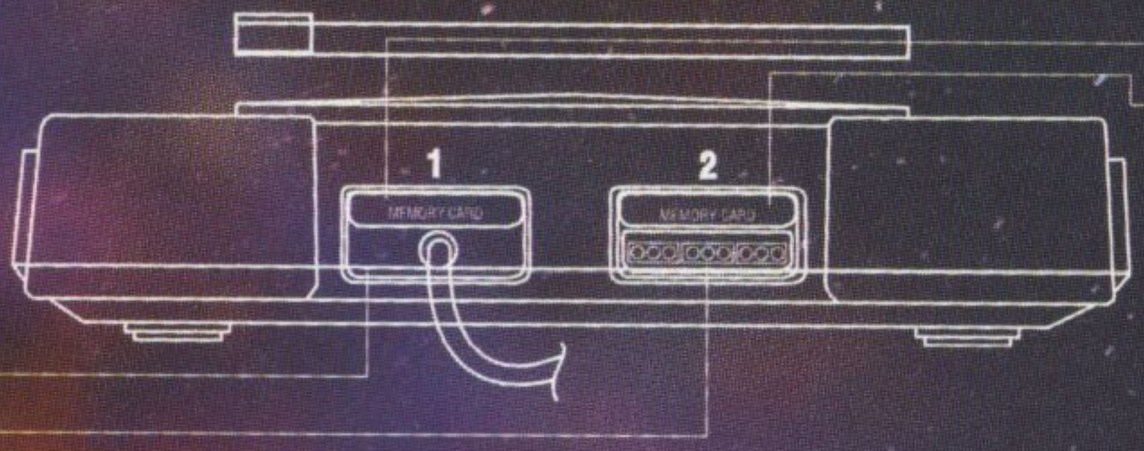
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Tactics Ogre™ disc and close the disc cover. Insert the game controllers and turn on the PlayStation™ game console. Follow the on-screen instructions to start a game.

Console

Top View



Front View



CONTROLS

Top View

DIRECTIONAL BUTTON: ..... MOVING THE CURSOR
CHOOSING THE ICON

□ BUTTON : ..... CALLING COMMAND ICON. DESIGNATE THE MIDDLE POINT DURING UNIT TRANSFER

× BUTTON : ..... DECIDE

□ BUTTON : ..... ABLE TO SCROLL THE MAP USING DIRECTIONAL KEYS AT THE SAME TIME (MAP SCREEN ONLY)

△ BUTTON : ..... CANCEL

START BUTTON : ..... PAUSE

○ BUTTON : ..... TO READ INSTRUCTION

RIGHT 1 BUTTON : ..... REDUCE MAP SIZE

RIGHT 2 BUTTON : ..... TOP VIEW MODE

LEFT 1 BUTTON : ..... SHOW THE LIST OF DISPATCHING UNIT

LEFT 2 BUTTON : ..... SHOW THE LIST OF CITIES

TACTICS OGRE STORY

The story takes place in a land called Valeria, which has established itself as a major trading port. Valeria consists of 15 islands and several different ethnic groups. As a result, many wars have been fought over who would control Valeria.

Peace was brought to the land by a king named DOLGARE. But after his death, Valeria was divided into 3 different ethnic groups, each claiming that they were the ones to succeed King Dolgare. The story begins when a minor ethnic group called the Walstanians were oppressed and discriminated by the other factions.

BACRUM-VALERIA: A newly established country in the Banisha region, who were ruled by Cardinal BRANTA. Cardinal Branta had support from the country of Lodis. The government of Lans sent a group of knights called the Dark Knights of Roslolian to help establish the new country of Bacrum-Valeria. The leader of the Dark Knights, LANS, was sent to monitor Cardinal Branta's activities.

GARGASTAN KINGDOM: Ruled by a man named BARBATOS. It was a land that flourished in the Coritani region. This was called the Gargastan country.

WALSTA PEOPLE: An ethnic group, once led by Duke RONWAY to gain independence. But, as of now, they are restricted to live on an island just south of the continent called Gurodohki.

RELIGION IN VALERIA

People say that there are two elements in the world that affect a person's personality. They are the Alignment Gods and Elemental Gods.

ALIGNMENT GODS

ISHTAR / Goddess of Light and War: A goddess who's purpose is to achieve unity by enforcing law and order.

ASMODEUS / God of Darkness: A god craving freedom, he hopes that this will eventually lead to chaos. He is in a never-ending battle against Ishtar

ELEMENT

GURZA: Goddess of Water. A goddess that affects rivers, oceans, swamps, or any area related with water. The virgin goddess Gurza gets jealous very easily. She is an opponent of Zoshonell.

ZOSHONELL: Goddess of Fire. Very few elements are affected by this Goddess, but it is a necessary element to have in every day life. Ruled by intelligent goddess Zoshonell. An opponent of Gurza.

BARTHA: Goddess of Earth. A power that gives blessings to people who live on the ground. Most places are affected by this force. She is also known as the Goddess of Harvest. She is an opponent of Hahnela.

HAHNELA: Goddess of Wind. A power that influences the land. Not as strong as the earth or water elemental. An opponent of Bartha.

Zeteginian Calendar

Valeria adopted the Zeteginian Calendar. The Following chart is the Zeteginian calendar compared to the solar calendar. (Months written in italics fall within the rainy season, month written in blocks fall within the dry season)

Month of...

God: 1/1 - 1/24
Earth: 1/25 - 2/18
Water: 2/19 - 3/13
Shadow: 3/14 - 4/6
White: 4/7 - 5/1
Flame: 5/2 - 5/25
Wind: 5/26 - 6/18
Gold: 6/19 - 7/13
Thunder: 7/14 - 8/6
Dark: 8/7 - 8/30
Sea: 8/31 - 9/24
Black: 9/25 - 10/18
Twin: 10/19 - 11/11
Fire: 11/12 - 12/6
Light: 12/7 - 12/31

Control Pad Instruction

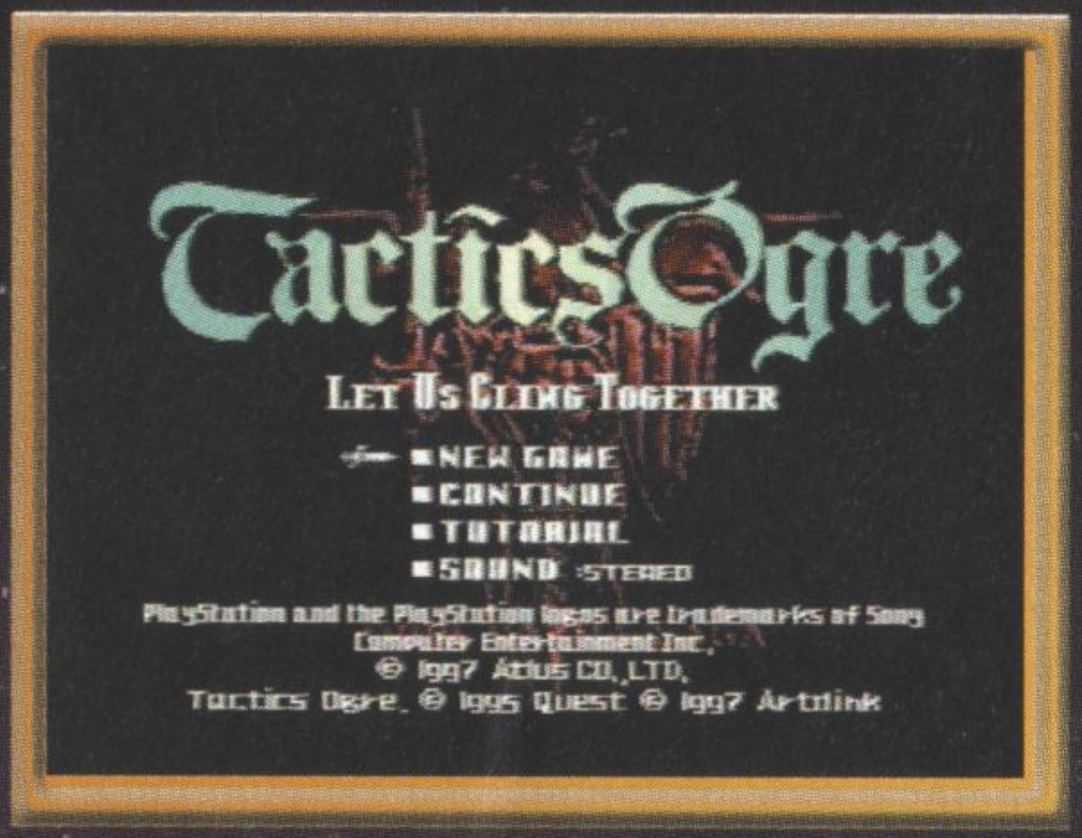
You can execute commands by using the × button. For example, when you press the ○ button in the regional map mode, a command icon will pop up. The finger mark is a cursor. Select a command icon and press the × button to execute.

Use directional key to move the cursor. The △ button is often used for cancellation.

When you are not sure how to use a certain command button, press the select button. You will receive instructions.

START UP SCREEN

Put the CD-ROM in and plug in the PlayStation. Once the start up screen shows up, you can select one of the following and press the × button;


Tactics Ogre
Let Us Cling Together
■NEW GAME
■CONTINUE
■TUTORIAL
■SOUND :STEREO
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[NEW GAME]: To start a new game.
[CONTINUE]: Start from the saved data.
[TUTORIAL]: You can get the basic game function. Recommended for beginners so that you can understand the game system.
[SOUND]: You can set the sound to either Mono or Stereo.

CHARACTER SETTINGS

When you start a [NEW GAME], the goddess of Valeria will ask you several questions. You are to answer those and set up the personality of the main character (yourself). First, you will set the birthday and the name. If you do not set a name, your name will be Denim.
Then each Elemental god will ask you questions. You are to answer those as well and finally you will select what god to be your protector.

PLAYER'S PURPOSE

The purpose of the game is to end the war in Valeria. You, the player, will play the role of Denim, the main protagonist of the story. You will face various enemies operated by the computer. The end result of the game will differ depending on what activities and decisions you/Denim makes.

DENIM POWELL: A 16 year old Walstanian boy from the port town of Griate. A young warrior seeking justice. (The name can be changed. Details see CHARACTER SETTINGS)

KATCHUA POWELL: An 18 year old Walstanian girl. She is Denim's sister. She has studied to become a Priestess.

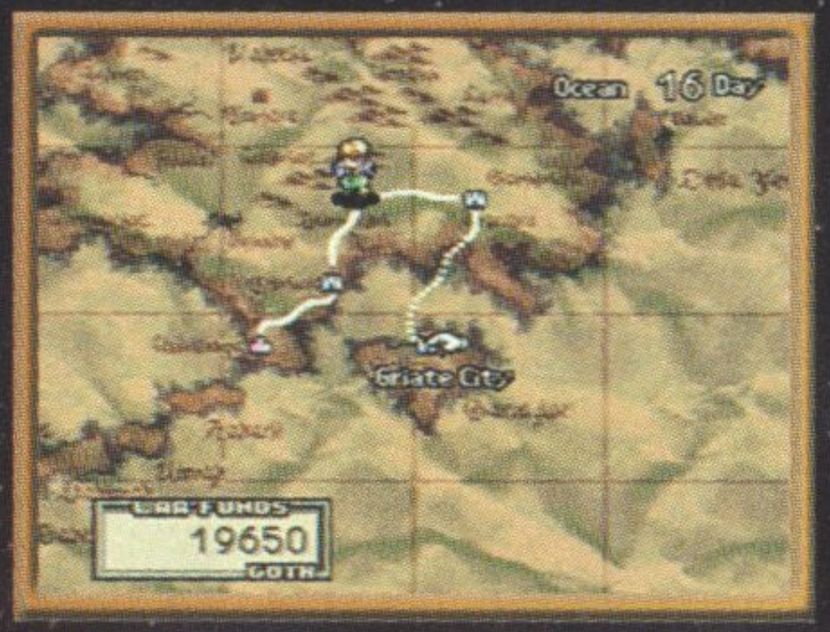
VICE BOZEK: Denim's childhood friend. His parents were killed by the Dark Knights. His hatred toward the Dark Knights is unequaled.

GAME SCREENS

"TACTICS OGRE" consists of 3 major screens, regional map mode, attack team edit mode, and battlefield mode. Between the modes, sometimes there is an event that you can see unfold.

REGIONAL MAP

This is the map to move/dispatch your units. This is also the place to edit your units. In the beginning of the game, the player should take the route that moves forward. As the game progresses, there will be forks in the road that the player can take. To get the command icons, press the ○ button. To get rid of the icons, press the △ button.



ATTACK TEAM EDIT

Before you get onto the battlefield, you have to edit the attack team. You can select up to ten (10) characters including yourself per attack team.

BATTLEFIELD

This is the actual fighting area. When you die in this mode, the game will be over. When you win, then you will go back to the regional map mode. Then you will move on to another region to have another battle.

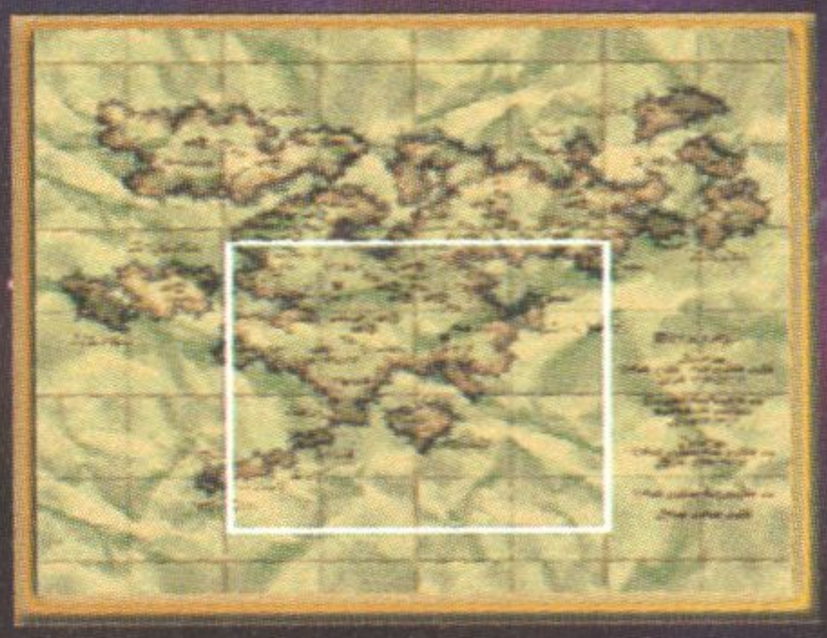
CONTROLLING REGIONAL MAP

The entire map of Valeria island, the path, and the position of where you are at are shown on this map. Move the cursor to where you want to go, and press the X button. Then you will move to the destination. Mind you, most of the time you will directly get into battle once you move to new territory. So make sure your group is fully equipped.

L1 / R1 button: Used to enlarge or minimize the map

Directional key: To scroll the map.

MINIMIZED MAP
Directional key: Shows the range of the map shown when the map is maximized.



REGIONAL MAP MODE COMMAND INSTRUCTION

SHOP: This is the only command that is available to you when you are in a town or a castle. This is the place where you can buy/sell items or magic books. You can also recruit new members for your unit.

TRAINING: This is used to increase your character's experience level. This will split your units into two groups and you will fight each other. Since this is training, your members will not die.

EDIT: You'll be using this command when you want to organize weapons for each member or do class changes. When you choose this command you'll see the following command icons will pop up.

ITEM: To remove or equip items on each member. You can check and organize your items in this mode. When you choose this command, the equipment screen will show up. You'll see other command icons pop up such as: "equip", "delete", "list", and "condition".

MAGIC: To equip or delete magic on each character. When you choose this command, a magic equipment screen shows up. You will be able to use commands "equip", "delete", "list". In order to use magic, you need to have a specific magic book in stock.

CLASS CHANGE: Depending on your character's current status, you can change that character's class. To attain certain classes you must meet certain requirements. Only human characters are able to change classes.

OMIT: Used to remove a member from your list of characters. Once the member is removed, you cannot get that character back. Think before you initiate this command.

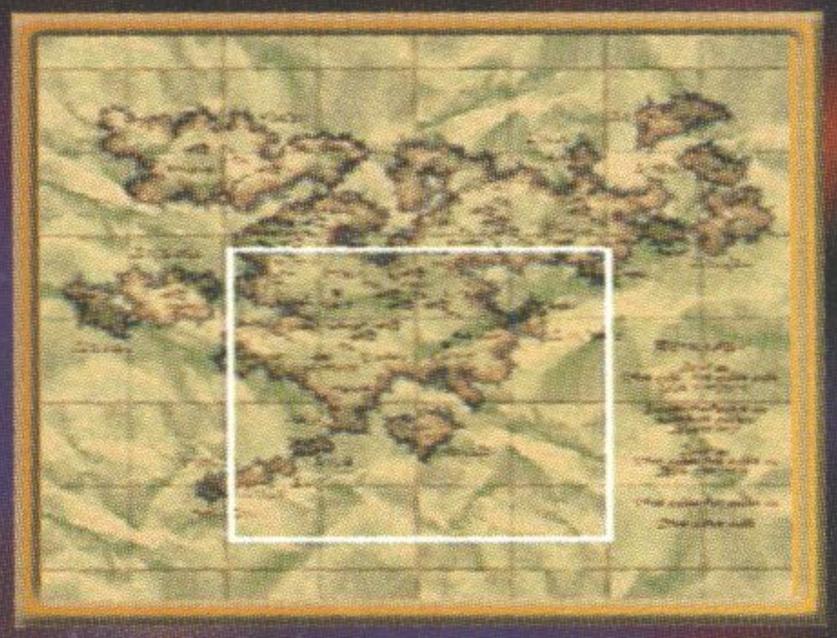
REARRANGE: You can change and rearrange the order of members by status. In the beginning of the game the members are aligned according to numbers. Denim will be at the top and the other members will be aligned in the order of their recruitment.

STATUS: A screen which shows twenty members on the screen is called S status. You can use this command to create an L status screen which shows only three members per screen.

WARREN REPORT: You can read current incidents, information about enemies, your members, game strategies and hints. You can also check the number of dead members and how much time you have spent playing the game.

DATA: To save game data or load saved data. You can save up to 15 games per memory card.

OPTION: To set the game environment, such as message speed, cursor pattern. Also, you will be able to control the game's background music.



1. Cursor Move: You have four (4) choices to set the movement of the cursor on the battlefield. Default setting is A type.

2. Cursor Speed: You can set the speed of cursor movement on the battlefield.

3. Status Display: When it is [ON], it will display the selected character's status on the screen.

4. Navigation Message Display: When it is [ON], screen will show every instruction you need to do.

5. Message Speed: You can set how quickly text will appear on the screen. Default setting is [NORMAL].

6. Attack Name Display: When it is [ON], the name of the attack will be displayed on the screen. Default setting is [ON].

7. Effect Message Display: When it is [ON], it will display the effects during the battle. Default setting is [ON].

8. Experience Point Display: When it is [ON], the experience points a character gets will be shown on the screen. Default setting is [ON].

9. Icon and Command Name Display: There are three (3) choices to set the way of display. Default setting is [A Type] which shows icons and name of commands.

10. Sound: You can either set to [Stereo] or [Mono].

11. L1 Short Cut Display: When it is [ON], L1 Short Cut Button will display on the battlefield screen. It quickly shows the status of characters. Default setting is [OFF].

12. R1 Short Cut Display: When it is [ON], R1 Short Cut Button will be on the battlefield screen. You can quickly know what element characters are. Default setting is [OFF].

13. Character List △ (○ Button Shift: When it's [ON], you can change the [L Status list] to [S Status list] by pressing △ (○ button, or vice versa). Default setting is [OFF].

14. Return To Original Setting: Put all settings back to Default settings.

GAME FLOW

Denim (you) will edit his/your troops and proceed to where the enemy is located.
You will then liberate each place after becoming victorious in each area. The following is a list of general game flow. As you proceed in the game you will sometimes experience events that unfold the story.

1. Edit the unit
Edit your troops first. Equip your members with weapons, armor, items or magic.

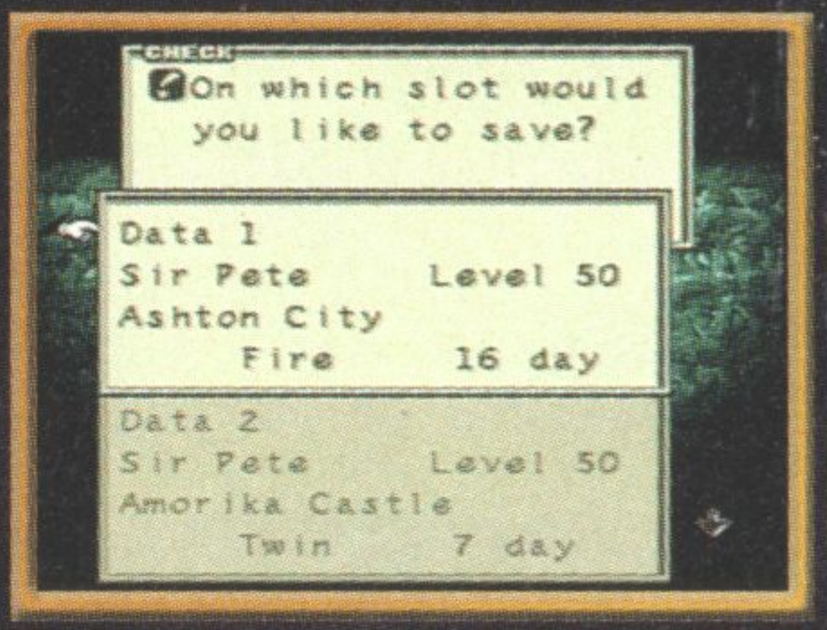
2. Save Often

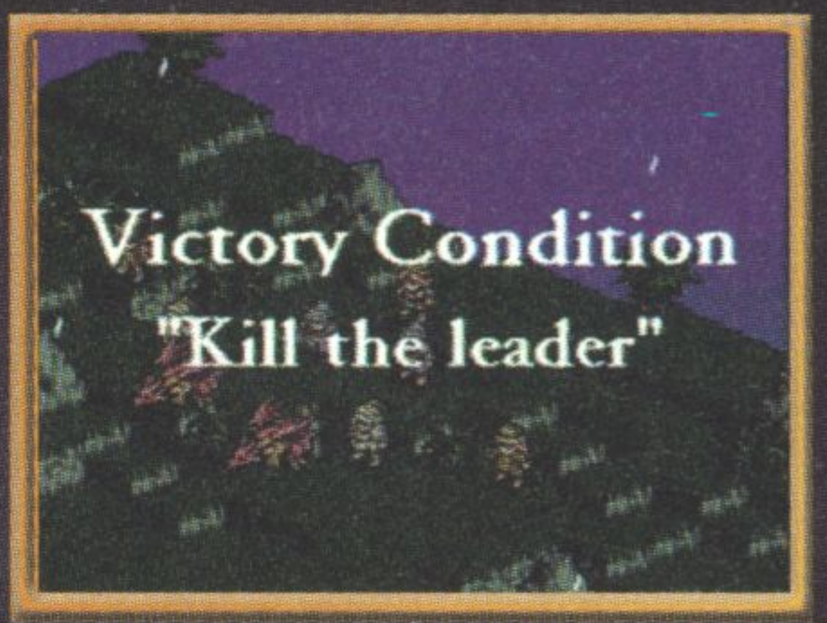
3. Dispatch
Move the cursor on the map to where you want to go. Sometimes special events will happen when you move to a certain area.

4. Edit Attack team
When you select an area you want to go to, you will often see the message "FIGHT IT OUT" on the map. Then you will have to edit your attack team. (The actual unit that you will use to battle the enemy).

5. Battle
After you have organized an attack team, you'll be placed in battle mode.
There are basically two different conditions that you must meet in order to clear the map.
You can either destroy all of the enemy troops or kill the enemy's leader.

6. Stage clear
When you win the battle and clear the map, you will get bonus money or items. Sometimes a hard working character will perform so well in battle that he will be regarded with a level up.





TO EDIT YOUR TROOPS

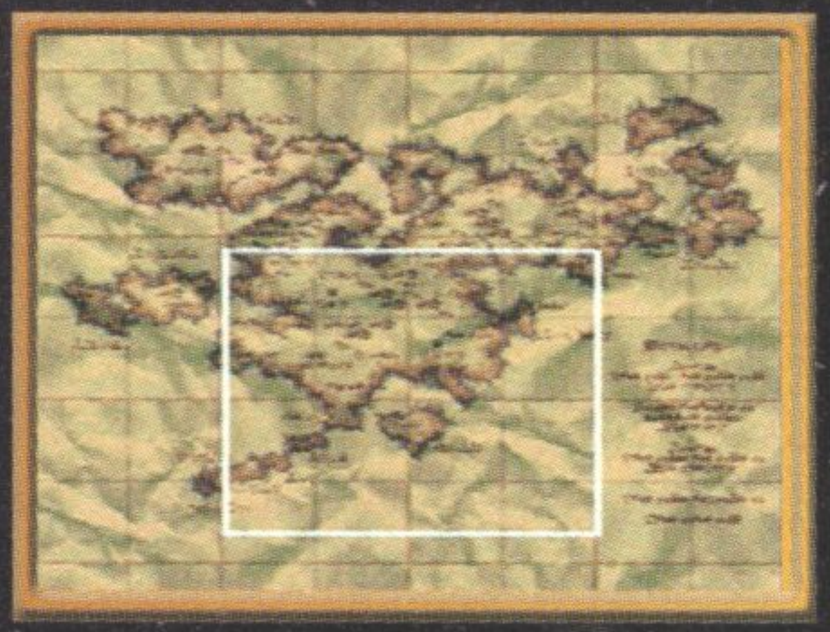
Building up your troops is very important to become victorious. It is up to you to decide what your characters will become. The following is a list that may help you to create a strong character.

Equip weapons and armor: Items can be used only on the battlefield. You can have each member equip several items but make sure you have enough to supply all of your troops. You can check what items your members have or do not have in the equip mode. There, you can equip or delete items. After each battle, it is always wise to double-check your troops to see if they are equipped with the best equipment for the next battle.

Equip magic: Magic use is limited to certain class. Certain spells cannot be used unless the character has achieved a certain level. When equipping magic, check the member's MP and level. If the character's level is too low to use a certain spell, you might want to train and raise the character's level in the training mode.

Adding and deleting a character: Numerous battles will be fought and along the way you may lose some members. You can recruit new characters at a shop. Depending on what date you visit the shop, different members will become available. On certain occasions, a new character will volunteer to be part of your troops. Note: You can stock up to 30 members. If you exceed 30 characters and still want to throw in a new member, you will have to delete another character to bring in the new member.

Class change: Soldiers and Amazons will be the first characters that you will be able to use. As their levels go up; you can upgrade their class. However their level will not change, but some classes will allow them to us magic, and some classes will be able to use more powerful weapons. You can always go back to the original class that you started with. Experiment and find the best class for your character. To get an expert magician or swordsman, you need to patiently raise and train a character for quite a while. If you change his/her class too often, it will hinder his ability to grow up into an expert magician or warrior.



DATA

CHARACTER: It is wise to know each of your character's traits. Each character's status screen describes the following elements. Note: When the character you are checking is an enemy, there will be no registration number.

1. Registration number: It is numbered according to the order of recruitment. When the character is deleted, the number is also deleted.

2. HP chart: HP level indicated by a blue bar.

3. Level: Level of growth. When a character's experience points hits 100, the character will go up by 1 level.

4. MP chart: MP level indicated by a red bar.

5. Element: The symbol of the element that protects a character.

6. Alignment: L refers to Law, N is Neutral, and C is Chaos.

7. Name: Character's name. By pressing X here you may be able to find out about that character's personality.

8. Class: His/Her profession. Some characters can change their profession depending on what class he/she changes to.

9. HP: Health points. The number below the line shows the best condition character can get. The number above the line shows the current status.

10. MP: Magic points. The number below the line shows the best condition character can get. The number above the line shows the current status.

11. WT: Wait turn. When the number at the top turns 0, the character is ready to attack (AT).

12. Direct attack: The effectiveness of a physical attack.

13. Projectile attack: The effectiveness of a thrown object or weapon attack. (i.e. rock, arrow)

14. Magical attack: The effectiveness of a magical attack including magical items.

15. Physical defense: The level of defense from a physical attack by the enemy.

16. Magical defense: The level of defense from a magical attack by the enemy.

17. Experience: The total number of experience points gained on the battlefield.

18. Equipment: Weapons, armor, and objects the character has equipped.

19. Movement: This shows what type of terrain (i.e. water, road) that they can move most effectively on or what affects their movement.

20. STR: Strength. Affects the strength of a direct or projectile attack.

21. VIT: Vitality. Affects the strength of defense against any attack.

22. INT: Intelligence. An element that mainly affects the strength of a magical attack.

23. MEN: Mentality. This affects the strength of defense against a magical or special attack.

24. AGI: Agility. This affects the hit ratio of a character's attack and the hit/miss ratio of an enemy's attack.

25. DEX: Dexterity. This affects the hit ratio of your character's attacks.

26. LUK: Luck. This affects the ratio of initiating a critical attack.

27. MOVE: Movement. The number changes depending on the class.

28. UNION: The institution, group or country that the character belongs to.

29. RACE: The ethnic group or nationality, where that character comes from.

30. Equips magic. A spell already equipped Limited classes that are able to use magic.

GUEST CHARACTERS

Among the characters, some character's status screens show the word 'GUEST'. They are guest characters who will fight on their own. A good example would be Kachua and Vice in the beginning stage of battle. Some guest characters will leave the troop in the midst of the story, but some will turn into ordinary characters. You cannot maneuver guest characters but they can be of great assistance to you. A guest cannot be edited in the attack team but will show up on the battlefield. This means you can have more than 10 characters in a battle.

ATTACK TEAM EDITING SCREEN

This is the screen where you select who will fight from the list of characters you have. The team is called the "Attack team".

Directional key L1/R1 button: You can scroll through each of your characters shown at top of the screen.

○ button: This will show detailed data regarding the character shown on the screen. This is to check character's equipment and strength level.

○ button: You can get the command icon. Press X button to cancel the command icon.

START button: This will end the attack team edit screen. Once you press this button, you cannot go back. You can have a troop up to ten (10) people including yourself. (You, Denim, must be in the attack team).

HINTS ON EDITING THE ATTACK TEAM

You have to plan which characters are the best ones to deploy in the coming battle. The most important factors that you should consider are class and initial position of the character. Some classes do not perform well on certain terrain.

Choosing a Character

For example, when the field is surrounded by high cliffs, some characters (even if their strength of attack are high) are not capable of moving around. In that case you want to make sure you choose a character which can fly and that the height of the geography won't affect his/her movement.

Initial position on the battlefield

When you organize an attack team in the Attack Team Editing Mode, this will be the initial position where the character will begin the battle. It is best to place characters with low health points in the back row and slow characters in the front row. Always take into consideration the character's strength and movement type.

In the training mode
In this mode, you can organize up to ten (10) troops per team. But the most efficient way to raise your character's levels is to start with a small troop. You will find this mode very useful to bring up character's experience points. In fact, the more you train, the easier it will be to win a real battle.

BATTLEFIELD
This is the 3D map mode where actual battles take place. When a cursor is blinking on top of one of your characters press the ○ button, and this will bring up the command icons. Press the △ button to cancel the command icons.

Movement: To move the character. The range of movement will differ depending on the character's ability or type of terrain. It is up to you to move the character or not.

Action: To attack an enemy or use items. When you choose this command, the following commands will show up. You can use only one action per turn.

Direct attack: Direct attack with a fist or with a weapon.
Projectile attack: Attack the enemy with a thrown object or weapon.

Magic:- Only for a character able to use spells. Use an equipped spell. You are able to equip up to three (3) different spells to a character, depending on what class.

Special: A special attack available to a character. Also, this is the command for a character who has learned to use a special attack.

Item: To use an item. Some items are not reusable.

Persuasion: This command shows up in Denim's set of command icons. It is possible to persuade the enemy to join your troops. Sometimes it works, sometimes it doesn't.

Wait: To skip the attack turn (AT). Once a character has skipped its turn, then the AT will shift to the next character.

System: To set up the controlling environment or to interrupt the battle. There will be two command icons after you select this command.

Option: The battle will stop and temporarily save the battle. Once you go back to the battle, the data will be gone.

Character list: This is the entire list of characters on the battlefield. When you press ○ button on this mode, you can bring up the following commands;

Edit: To change the character's order of appearance on the list. Initially, the characters appear in the order of registration as the edit attack unit screen.

Organize: Find the selected character's current position on the battlefield.

L status (S status): Same function as L status (S status) used in the regional map mode.

How to see the battle map mode: When the cursor is pointing to one of your characters, press the ○ button. Then you'll see the screen shown at right.

(X) steps: This indicates the height of the cursor. The bigger the number, the higher the height.

Command icons: Various commands to make your character move, attack or edit the environment.

AT X/X: The number below is the total number of characters. The number above is when that character's AT will be out of the total number of characters.

The box on the bottom will show the character's status. If you want to have more detailed information, re-select the character and press the select button.

TRICKS FOR BATTLE

It is not wise just to defeat whatever enemy you encounter. There are some things you should do and be aware of before getting into a battle.

The AT of characters: The AT is determined by WT (wait turn) points. The heavier the character is, the later the characters AT will come.
Character's movement and action: Once the character has AT, he/she can move and attack. But you can select "wait" and skip that character's turn. Before you select "wait" make sure you make the necessary movements for that character.

To attack: All characters except for some monster characters have the choice to attack directly or with a projectile. It is always better to be equipped with a weapon, but the character can still use his fists or stones.

Battle command: You can make some of your characters be controlled by the computer. (some character cannot set up in computer mode). Select the character and press the × button, then the ○ button. The battle command menu will pop up. Adjust the settings other than manual. You will notice that you have several different conditions that you can set. If you want to know the details of each condition, check its help message.

Treasures and Cards: When you kill an enemy, sometimes the enemy will turn into a treasure or a card. Treasure contains either gold or items. A card will bring up the status of the character who obtained it. Move the character to where the items appeared to obtain them. When a character gets a treasure, they will reveal the contents. If it's gold, it'll be stocked in your troops. If it is a weapon it can be equipped on the character. A card cannot be collected when the battle finishes. Treasure on the other hand will be automatically collected. But beware, sometimes, the enemy will obtain the treasure or cards before you can get to it.

Persuasion: If the enemy's loyalty is low to his troops, then there is a higher chance you can persuade and make them join your side. There are no particular charts to show loyalty. You have to go to "help" and judge by the message given about the enemy.

Hidden treasure: In the battlefield, sometimes you can find hidden treasure. Be sure to find them.

Terrain: Battlefields consists of various types of terrain. The different types of terrain affect the strength of attack and defense. Some terrain can be affected by a change of weather. Terrain can also be affected by four elements. Depending on the map, the number changes which effects the effectiveness of magic. Be sure to take the terrain type into consideration when you are preparing to position your characters for the upcoming battle.

TERRAIN LIST

SOIL
Attack effect: 40 / Defense effect: 15
Soil surface. Don't need special strength to move.

SNOW
Attack effect: 25 / Defense effect: 20
A fresh, soft snow.

SAND
Attack effect: 20 / Defense effect: 10
A ground with fine sand and fine pebbles. It is rather hard to move

VOLCANIC ASH
Attack effect: 20 / Defense effect: 10
A location heaped up with volcanic ash.

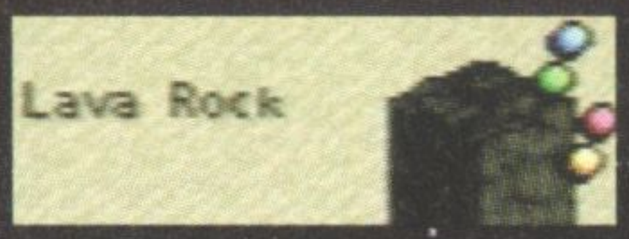
GRAVEL
Attack effect: 35 / Defense effect: 15
Ground covered with gravel. Not too hard to move.

GRASS
Attack effect: 35 / Defense effect: 15
A grassy area which comes up to your ankles.

TALL GRASS
Attack effect: 30 / Defense effect: 15
A terrain where some parts are covered with tall grass which come up to your knee.

POISON MOLD
Attack effect: 18 - 26
Defense effect: 10-18
This place will deteriorate your health by poison. Climate change affects this terrain.

LAVA
Attack effect: 0 / Defense effect: 30
Lava that has flowed out from a volcano.



LAVA ROCK
Attack effect: 20 / Defense effect: 15
An area where lava has cooled off and hardened.

ROAD
Attack effect: 40 / Defense effect: 20
A cobble stone road. Easy to move.

TAR
Attack effect: 20 / Defense effect: 15
People in this era call it 'flame water'. Flammable liquid.

WOOD
Attack effect: 35 / Defense effect: 15
A board floor. It is often seen in dungeon.

ICE
Attack effect: 25 / Defense effect: 15
Tundra.

STONE FLOOR
Attack effect: 40 / Defense effect: 15
Expensive stone floor usually seen in a castle.

ROOF
Attack effect: 40 / Defense effect: 15
Attacking range will be broad but can also become an easy target.

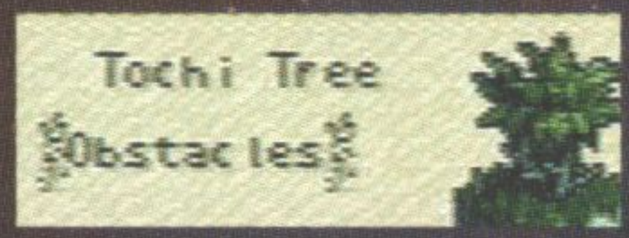
RIVER
Attack effect: 15 / Defense effect: 5
Cold and clear water.

LAKE
Attack effect: 10 / Defense effect: 5
Various birds live around the area. A lot of fish are also in the lake.

SKY HOLE
Air. Once you fall, you're dead. Even Undead characters can fall and not survive.

OCEAN
Attack effect: 20 / Defense effect: 5
An ocean surrounding the Valeria islands where King Obelon once resided.

OBSTACLES
An area that hinders a character's movement. No character can stand on this area.



Classes and class change

There are various classes of characters. Different classes have different strengths of attack, defense, and movement, etc. There are five (5) large categories of classes. Human class characters can level up and are able to change their class. When you go to the editing mode and select class change, you can check the current class of the character you chose. When the character grows and meets a certain condition, then there will be other class character's graphics shown on the same screen. An available class to change will be highlighted and a class shown in dark means the character has yet to meet the condition to change. Each class change condition will be displayed through a help message.

S size and L size

Each classes are either S size or L size. Human characters are all S size characters. But in the monster class such as Dragons, Golem. There are some characters that are in L size.

Only two (2) L size characters can participate per attack team.

Level

Each time a character attacks an enemy, he/she will gain experience points. When their experience points hits a certain number, the character will level up. Depending on the type of character, they'll be able to change classes or able acquire special attacking skills.

Element

Each of the characters have their own guardian element. This will affect the level of damage depending on what element they have. Other than Denim, Lans and a few other holy knights, the elements are already set.

Alignment

A character's personality can be categorized into three (3) categories; Law, Neutral, and Chaos. Other than Denim, alignment is not likely to change. This affects the relationship with their leader.

Equipment

All characters can equip up to four (4) items. However, there are some restrictions to what types of items they can hold. You cannot change equipment during battle.

Delete a character

When a character's HP turns into 0 during the battle, the character will die. Undead characters can be vanquished by the spell "Exorcism". If you don't use a revival spell before you clear the map, you will lose the dead character forever.

Adding character

You will get additional characters in your troops along the way. But you can also recruit a new member by going to a shop. In such a case, you need to pay an agent fee, but you can give the character a name and a guardian element.

Character Leaves

Sometimes some members of the liberation army will not agree with your ideology and leave the troops. This has to do with character's loyalty toward you. The rate will change depending on the action Denim (you) takes.

ITEMS

There are two kinds of items. One is equipment like weapons and armor. Another item will level up the character who received it.

Types of items

Weapons and armor are to be equipped on either the head, hand, body or foot. Other items will be put inside a bag and equipped.
Monster class characters are not capable of carrying any weapons nor armor, but are able to carry up to four (4) items in a bag. Each item has weight which will affect character's WT.

Weapon and Armor

All characters can carry and wear these items except for the monster class.
Each class has their favorite weapons. Try equipping different kinds of weapons and find out what would be best. In the beginning stage of the game, following items can be obtained at a shop.

Leather hat: Handy head gear. Weight: +4
Spear: Used for direct attack. The most common spear used in Valeria. Weight: +9
Short sword: Used for direct attack. A beginners sword. Weight: +7
Leather armor: Has low defense power but it is light and easy to move. Weight: +8
Short bow: Projectile weapon. Not powerful but can be held with one hand. Weight: +6
Battle boots: Made out of leather. Weight: +7

Item

The items which are used to heal the body or to recover from damage. Most of them are usable items. It is wise to check these items after the battle so that you can always be aware what item to stock up on.

Cure leaf: Recovers 50 points HP. Usable item. Weight +1
Magic leaf: Recovers 25 points MP. Usable item. Weight +1
Antidote: Heal a poisoned body. Usable item. Weight +1
Ambrosia: Heal a paralyzed body. Usable item. Weight +1
Card: When you kill an enemy, sometimes the enemy will turn into a card.These cards will help you or your characters to level up.
These particular items are not collectable.

Strength card: The card will level up STR numbers.
Magic card: MP goes up.
Life card: HP goes up.
Vitality card: VIT goes up.
Luck card: LUK which affects critical hit, goes up.
Intelligence card: INT which affects the power of magical attack.

MAGIC

There are some characters who can use magic. But they cannot use magic unless they are trained properly. Depending on their class, the use of magic is different.

Types of magic: People in Valeria use magic by using a power from six gods. No one can use all of the six gods' magic. Try getting characters who uses different types of magic.

FIRE TYPE: Type of magic supported by the goddess Zoshonell. Most of these spells are for attacking enemies. Magic uses fire, flame and heat.

WATER TYPE: Type of magic supported by the goddess Gurza. Some spells are for attacking enemy but there are also supplementary spells.

WIND TYPE: Type of magic supported by the goddess Bartha. Most of these spells are for attacking enemies, using the power of wind and lightening.

EARTH TYPE: Type of magic supported by the goddess Hahnela. Most of these spells are for attacking enemies, using the underground poison gas.

HOLY TYPE: Type of magic supported by the goddess Ishtar. These spells cannot be used other than by monk type characters.

DARK TYPE: Type of magic supported by the god Asmodeus. There are attacking spells and supplemental magic using the power of darkness.

EFFECTS of MAGIC: There are two kinds of spells. One is to attack enemies and give them damage. The other is a supplemental spell which will hinder an enemy's activity and strengthen your activity. Recovery spells are also supplemental magic.

HOW TO GET MAGIC: You can get a spell book at a shop and equip it to a character. Then the magic will be ready to use. There are restrictions to what magic and how many magic spells each character can use. Sometimes you can get a spell book from hidden treasure.

EQUIPPING A SPELL BOOK: Characters who use magic are able to carry any kind of spell book. In the status mode, you will see a name of magic. On its right hand side it describes MP consumption per using magic and also describes how many times you can use the spells when the character's MP is maxed. When the number shows 0, that means your character doesn't have enough MP to use the spell.

ON USING MAGIC: Character's MP does not recover immediately. It requires time to gain the maximum number of MP. The power of spells and the range of its power are affected by a character's level and class. Basically, the higher the level, the broader range of magic power.

MAIN MAGIC SPELL LIST

The magic which can be obtained at a shop are as follows.

FIRE TYPE	MP CONSUMPTION	RANGE OF EFFECT	EFFECT
FIREBURN	14	6	Attack spell. Creates a column of fire. Can be used to burn a grassy area to clear.
MELT	24	7	Supplemental spell Reduce the effectiveness of weapons and armor by half. (Temporary)
HEAT	24	7	Supplemental spell. Strengthen the effectiveness of weapons and armor temporarily.
STUN	22	7	Supplemental spell. Paralyze the body with a strong flash of light. The paralysis can be cured naturally but it can be cured by using items and a clearance.
ZOSHONEL	10	0	Call Zoshonell to strengthen the power of fire and weaken the power of water. The effect lasts until you clear the map.

WATER TYPE	MP CONSUMPTION	RANGE OF EFFECT	EFFECT
ICEBLAST	14	6	Attack spell. Attacks by summoning a column of ice from the ground. This is a basic magic that can be used from beginning stage of the game.
ACIDRAIN	38	6	Gives damage by a strong acid rain. This will also diminish the effect of weapons and armor by half.
CLEAR	18	7	A supplemental magic which cures damage. It also cleanses the poison.
SLOWMOVE	22	7	To make WT time longer for a certain time. This will restrict an enemy's movement.
GURZA	10	0	Call Gurza to strengthen the power of water and weaken the power of fire. The effect lasts until you clear the map.
WIND TYPE			
ION SHOT	6	7	Gives damage with a forceful wind. When there are objects in between the enemy, it will be difficult to hit the target.
THUNDER	18	6	Attack by sending a bundle of lightning bolts. When the climate is bad, you get better results.

WIND TYPE	MP CONSUMPTION	RANGE OF EFFECT	EFFECT
QUICK	26	7	Shorten WT time for a while. It is useful to support your side of members.
STORM	26	0	A supplemental magic to call a storm. The higher the level of the user, the bigger the storm will be.
HAHNELA	10	0	Call the goddess Hahnela to strengthen the power of wind and weaken the power of earth. The effect lasts until you clear the map.
EARTH TYPE			
ACID	14	6	Attack enemies by bringing out acidic gas from the earth. It can be acquired at a shop in the beginning stage of the game.
METEOR	32	6	An attack by dropping huge rocks from the sky.
JUMP	30	7	A supplemental magic which will move your member to an adjoining location.
POISON	32	7	A supplemental magic which will poison an enemy's body. To cure the body, you need to use a particular item or magic.
BARTHA	10	0	Call goddess Bartha to strengthen the power of earth and weaken the power of wind. The effects lasts till you clear the map.
HOLY TYPE			
LIGHTBOW	14	7	Gives damage by launching an arrow of light. When there are obstacles in the way, it is less likely to hit the target.

HOLY TYPE	MP CONSUMPTION	RANGE OF EFFECT	EFFECT
EXORCISM	20	5	To wipe out undead characters for good. It is a necessary spell when battling with undead characters.
VITALIZE	24	7	Heals the conditions of stone, poison, paralysis, sleep and charm. Sleep and charm can be healed without using a spell.
HEAL	10	7	A supplemental spell to regain a character's HP. However, it will not work on undead characters.
HEAL +	25	6	A spell to regain several character's HP at once. However, it will not work on undead characters.
DARK TYPE			
INCUBUS	14	7	Show an enemy a nightmare and put him to sleep. The spell will sometimes wear off if the enemy is given a physical shock.
PAIN	20	5	Make an enemy hear an agonizing scream and reduce the same amount of HP and MP the magician lost.
CHARM	35	7	Charm an enemy and make him attack his own troops for a certain time. This is not to make the enemy join your army.
PARADIGM	35	6	Turn WT to 0 so that a particular character can move. A useful supplemental spell to support your members.
CHARGE	10	7	Share MP with another character. Frequently used when most of your attack team are magicians.

SPECIAL

Some demi-human and monster characters can use a unique art of attack. These are called "Specials". Some characters have to level up in order to be able to use a special technique.

LIST OF SPECIAL

The following is a list of specials. The target range is smaller than a magic spell and does not consume MP.

NAME	TYPE	TARGET RANGE	EFFECT
THUNDER	Wind	1	Paralyze an enemy's body.
FIRE	Fire	1	Deteriorate items. The items will be back to normal once the troops are back to the regional map.
POISON	Earth	1	Gives damage to the body and continues to damage as time passes. The Earth dragon is famous for using this special.
PETRIFY	Earth	1	Turns a body to a stone. Kariee is the famous user of this special.
ICE	Water	1	Make an enemy fall asleep. Famous user is the Blue dragon.
TOXIC	Dark	1	Charms the enemy. Some dragons can use it.
EDDY	Water	1	Gives damage by creating a whirlpool. It can only be used in water. Octopus is the user.
WINDSHOT	Wind	1	Gives damage by thrusting a force wind. The higher the character level, the stronger the damage will be. However, it will also give damage to the user.
CUTEKISS	N/A	1	Heals the conditions of stone, poison, paralysis, sleep, charm and recover HP. Fairy may be the user.
DEEPKISS	N/A	1	Share the user's life and make WT to 0. But user's HP will be reduced. Fairy is a user.

TO ENJOY THE GAME

There are several processes you must go through before you get into the game. You will see "Navigation Message" system. Follow the instruction given and get familiar with the game.

1. Understand the rules

You can directly get into a battle but it will be always helpful to know the fundamental rules. Read the tutorial message. Select "Before you play", then you will go into the tutorial mode.

2. Creating a character

When you select "Start Game", the screen will change into this mode to set up the main character's name and birth date. This main character is you. Input whatever name and date you like. Put the birth date numbers according to the solar calendar. The computer will automatically change it into the Zeteginean date for you. After setting up the name and birth date, six goddesses will appear one by one. You have to make a pledge to each goddess by selecting a word from the 12 listed on the screen. This will subtly affect the parameters of your main character. Then choose one goddess as the main character's guardian and the game will begin.

3. Attack Lans' troop

The first drama will take place in the port town of Goliath. The first assignment of yours is to attack Lans' troops. Move your main character according to the instructions.

4. TO AMORIKA CASTLE AFTER EDITING YOUR TROOPS

After winning the battle at Amorika, several warriors will join your troops. Go to the edit mode and check what members you have and their equipment. Then proceed to Amorika castle. If you don't need a navigation message, go to the option command and change the settings.

WHAT PATH SHOULD YOUR LIBERATION ARMY TAKE?

As the drama proceeds, frequently, you'll see multiple-choices in the main character's dialoque. The game is a multi-type scenario, meaning each time you select the main character's line, the story will lead to a different script. The choices you make will not lead to game over, but it will affect the main character's fate.

Think carefully before you make a decision.

CHARACTER LIST

Human (male) Class

Knight

Has better attack and defense than a soldier.

Wizard

This type of character can use various kinds of attack magic.

Ninja

He is good with a sword and has high dexterity. He can also jump up on higher terrain. Can attack 2x if he has a sword in each hand.

Soldier

Basic class of male character. Parameters will go up steadily.

Berzerker

Has better defense than knight.

Exorcist

The only character class who can kill the Undead by using exorcism.

Human (female) Class

Amazon

Basic class of female character.
The parameter will go up steadily.

Valkyrie

This class is good at using magic and weapons. She can also move through the water.

Archer

Best when she uses an arrow and bow. She is also not affected by bad weather.

Witch

Good at using supplemental magic. She can also go through the water.

Cleric

A class who can use recovery magic.

Dragoner

She can use both magic and weapons. Whenever a beast is within 3 panels of her, the power of the beast will be increased.

Demi-Human Class

Hawkman

A winged man. Able to use heavy weapons like an axe. Mind you, Canopus is not a hawkman. He is a Vultan.

Lizardman

High in defense ability. Able to fight in the water and on the ground. Has a high fighting ability.

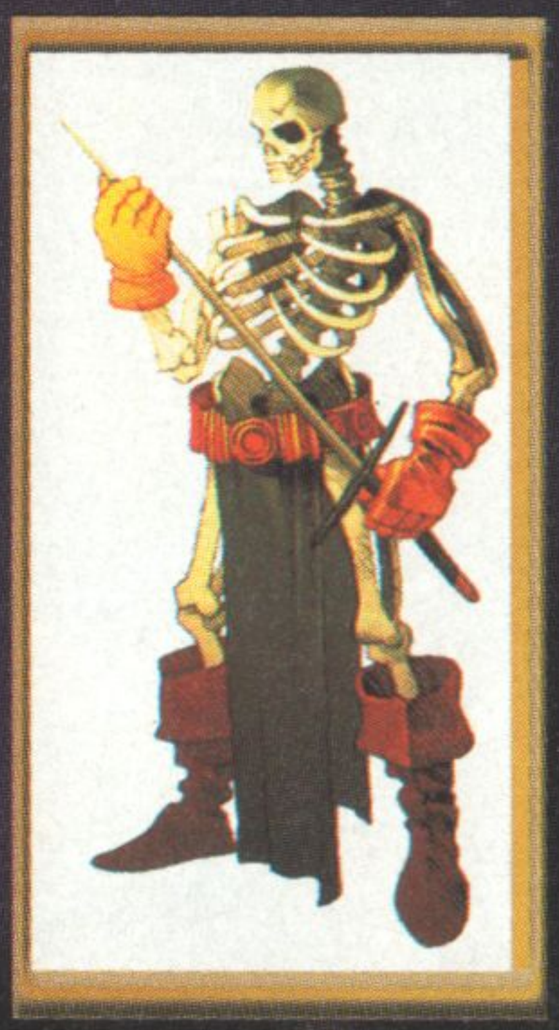
Faerie

A cute fairy always floating in the air. She is not affected by terrain.

Undead Class

Skeleton

An undead warrior. Even when HP turns into "zero," he can revive after a certain length of time.



Ghost

A spirit without flesh. It is not affected by physical attacks at all. Even when its HP turns "zero," it will revive after a certain length of time.

Monster Class

Golem

A doll made out of mud. Has strong resistance to physical attacks.

Gryphon

A character with a head of an eagle and a body of a lion. Able to fly.

Dragon

A dragon with wind element. Attacks with Thunder.

Octopus

The biggest character who can get into the water. It is useful as a stepping stone on the water.

Hints Section

1) Train frequently

The best way to complete your quest is to train and level up frequently.
This will give you a better chance to defeat your enemies without losing any of your characters. It is recommended that you are at least the same level as your opponent, though this will make the battle difficult.

2) Save before every battle

It is a good idea to save before every battle. The reason being that you never know what could happen. This also includes after training.

3) Avoid Luck Cards

Luck Cards are tempting, but it is wise to stay away from them, unless your luck is a 0. Most of the time, the card lowers the characters luck instead of raising it.

4) Keep checking the Warren Report

Every so often, it is a good idea to check the Warren Report. Something new may appear which may let you explore different avenues of interest.

5) Equip Fire magic

There is buried treasure located throughout the game. In most cases, they are buried under grass. You need the fire magic to burn the grass to gain access to the treasure. Try burning any suspicious looking areas and place a character there.

6) Keep important characters alive

Keeping important characters alive affects which ending you will be able to witness. We recommend that you either raise the levels of the important characters to keep them from dying, or just don't use them in battle at all.

NOTES

NOTES

Production Notes

Hello, and thanks again for buying Tactics Ogre for the PlayStation game console. As you may know, this game is the follow-up to the ever-popular and ever-so-hard to find game, Ogre Battle, originally developed by Quest. Well, it's not so hard to find now, considering we just released it for the PlayStation a few months ago. Our sole purpose of releasing Tactics Ogre and Ogre Battle was to finally give people the opportunity to play these games in English. Nothing more and nothing less. We have tried our best to keep the translation as close as possible to the original Japanese version. Meaning, that all the expletives that were used in the Japanese version were left in our translation. So, those with sensitive minds might want to take note. We also took certain liberties with the humor, considering that some of the dialogue would not be as funny if we left it as is. Another concern of ours was the item and spell names. According to our staff in Japan, we had to limit item and spell names to eight characters each, including spaces, which made a direct translation impossible. Unfortunately, many of the names did not fit, so all we could do was place the full name in the help screen.

As a side note, people were experiencing problems with third-party memory cards with Ogre Battle and the only remedy was to use the official Sony Memory Card. Keep this in mind, though: Sony's and Atlus' testers do not use third-party memory cards for debugging purposes, and therefore we cannot guarantee compatibility with these memory cards. Also, remember to keep your memory card safe when playing this game. Put 50 hours into this game and then have someone swipe your memory card and you'll see. . . I learned the hard way. Anyway, we would like to thank everyone who provided us with comments and criticisms, because it only helps us to bring you the best games possible. Well, for all our hard work, we present to you Tactics Ogre for the PlayStation game console.

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